THE GREAT BATTLES OF HISTORY SERIES, VOLUME VI

CAESAR

CONQUEST OF GAUL

Britannia, 55 B.C.

Lutetia, 52 B.C.

Bay of Biscay, 56 B.C.

The Sabis, 57 B.C.

The Rhine, 58 B.C.

Bibracte, 58 B.C.

By Rodger B. MacGowan © 1998

PLAYBOOK

GMT GAMES

War! War! In the forests of Gaul
brave warriors outnumber the trees.
As hungry wolves fall upon the flock
we shall strike at the soldiers of Rome.
Blood! Blood! The Gallic axes
are bathed in the blood of the Roman...
Slaughter, extermination and vengeance
already begin and will soon be fulfilled
Like grain mowed down by the sickle
The Roman Legions shall fall ....

—*Chorus of the Druids, from Vincenzo Bellini's opera, Norma* [a]

a = If you're playing the Gauls and want to get your blood flowing, a spin or two of this remarkably bloodthirsty piece of martial music is sure to get that adrenalin into high gear. What's it have to do with the opera? Not much, but it sure is great music.

SCENARIOS

The Battle of Bibracte
Oppidum of the Aedui, SE Gaul, 58 B.C.
Caesar vs. the Helvetii, Boii, and Tulingi

Historical Background
The breakout of the Helvetians to find new lands, at the expense of the Aedui, a client tribe of Rome, was the excuse Caesar needed to start his military career. As proconsul for Gaul, his response was to gather four veteran legions, raise two new ones and stop the Helvetians and their client tribes from raising all sorts of Gallic hell.

After some brief skirmishing, Caesar moved to cut off their advance, a move the Helvetians reacted to by attacking Caesar south of the oppidum (chief village) of the Aedui, Bibracte.

Caesar says that there were about 375,000 Helvetians. Delbrük, of course, goes to great length to show just how silly this number is, even though most period sources agree that the number of military men in this emigrating horde was about 25% of the total. Although that number, 90,000 or so, seems reasonable, Delbrük disputes it quite assiduously, claiming that Caesar—with 30,000 legionnaires, 4000 cavalry and a bunch of auxiliares—actually outnumbered the tribes. That seems a bit much, although Hans' arguments are, as usual, quite cogent. We have given them about

the same number (35,000+), as the frontage, together with the usual Gallic deployment depth, would seem to indicate that number. This doesn't include the Boii and Tulingi.

Whatever, this was Caesar's first major battle, at the age of 42, and he was, definitely, to the manor born. The Helvetians and their allies appear to have felt they had the Romans' number, based on the several skirmishes they had had, even if they were rather nonplussed to find that it had taken Caesar one day to cross a river the tribes had traversed in three weeks.

The Helvetians formed their wagon lager at the end of a small valley as Caesar approached. Caesar, before deploying, decided that his two new legions, XI and XII, were far too raw to face the barbarians, and he ordered them to stay in a small camp he had them build. He then deployed in full four-legion array opposite the Helvetians.

What ensued was the usual barbarian charge, with the Helvetians doing rather nicely for the first few minutes, until Roman discipline and the maneuverability of the cohort system began to tell. For that reason, the Helvetians suddenly withdrew their entire army a mile or so to the rear, atop a long, sloping hill. Caesar likewise regrouped his legions and, once again, moved forward to hit the Helvetians. It was then that contingents from two of the Helvetian's allied tribes—the Boii and the Tulingi—suddenly appear on Caesar's right flank. Caesar quickly took his 3rd cohort line and swung it around to face the new arrivals, and, fighting on two fronts, he routed all three tribes in short order. The Helvetians all ran back into their lager, which Caesar attacked that night with much loss of locals.

Pre-Game Notes
Balance: Much depends on the Boii and Tulingi, and how the Helvetian player handles his army. The barbarian infantry is no match for veteran legions; they have good TQ, but they can break rather early. Does favor the Caesarian player.

Difficulty: Fairly standard for the system in terms of rules. However, playing the Gauls will be a challenge, especially in using the Retreat and Regroup rule.

Playing Time: Depends on when the Gallic player brings in his Boii and Tulingi. That usually means 4-6 hours of play.

The Map
The Bibracte map is based on the detailed version in the Kromayer-Veith *Atlas of Ancient battlefields* (and T. Rice Holmes' book), which, in turn, is based on Colonel Stoffel's work for Napoleon III. The site is about 2 miles NW of the city of Toulon, on the Arroux river.

Initial Deployment
Rome, under Proconsul Gaius Julius Caesar

Each Legion consists of a Legate [4.22], its Aquila, 10 Cohorts, and a Catapult.

The VII, VIII, IX and X Legions are Veteran; the XI and XII are Recruit.

Units	Hexes
All units of the XI and	Inside the Roman camp [a]
XII legions; 5 Numidian and	
3 Cretan Archers, and	
3 Balearic Slingers;	
2 Legates, one of which is Labienus	
4 Gaul RC, 6 Gallic LN;	Anywhere between 3115-3129 [b]
P. Considius (Legate for LN);	
L. Aemilius (Legate for RC)	
Cohorts 1-4 from the VII,	3314-3329
VIII, IX and X Legions;	
4 Legates	
Cohorts 5-7 from the VII,	3415-3429
VIII, IX and X Legions	
Cohorts 8-10 from the VII,	3514-3529
VIII, IX and X Legions	
Catapults, Aquilae	Place with any cohort from the legion
Julius Caesar	3422

a = these units may exceed stacking restrictions to deploy. See rules, below, on their (non)use.

b = Caesar says he deployed his cavalry "to withstand the enemy attack", and that they were, at the start of the battle, "driven back" as the Helvetii started their advance. That is why they are deployed in front, instead of on the wings, as is usual.

The Helvetii [a]

Units	Hexes
All Helvetian BI and LI;	In 3 Rows: 2713-
Tribal Chief, 2 Chiefs [b]	2730, 2614-2630, 2513-2530, The LI must be in front row [No Stacking]
2 Gallic BC,	Anywhere within three hexes
1 Gallic LN [c];	of a Helvetian BI or LI
1 Cav Chief	

a = There is no specific indication as to how the Helvetians deployed, other than that it was in (the usual) dense, straight line with some javelin-throwing troops up front. As to the latter, while they are specifically mentioned by Caesar, tribes of this era rarely used skirmisher-type units. It is probable that these (javelin-armed) troops were more LI than BI.

b = we have no names for Helvetian leaders, their chief, Orgetorix, having died before the battle. A war chief, Divico, is mentioned, but he appears to be somewhat elderly, reduced to envoy status. See 4.5.

c = The Helvetian cavalry contingent was quite small, as they paid little attention to this branch. One wonders how they constantly beat the Germans, as Caesar states, without a sizeable cavalry arm. Also makes one wonder just how truthful Caesar is being about the last statement. Perhaps sheer weight of numbers (Helvetians were a far larger tribe than the Germans at the time) was the telling difference.

Boii and Tulingi Reinforcements

The Gallic Player gets 5 BI and 2 LI from the Boii and Tulingi tribes, each, plus a Boii and Tulingi Chief. These units are all available to the Gallic player starting in any turn after the turn in which the Helvetian army has undergone a Withdrawal and Regroup. The Boii and Tulingi enter with Barbarian Ferocity and Impetuosity

They enter through any six contiguous hexes along the NW edge of the map (1900 - 4200). They use the Initiative Rating of their leaders to determine when they enter during the turn.

Immediately after moving the two tribes onto the map, each Helvetian unit reduces its Hits incurred (if it has any) by one.

HISTORICAL NOTE: Although there is agreement (not universal, to be sure) that these two tribal contingents entered and attempted to fall upon the Roman right flank during the battle, no one is quite sure where they came from: the Helvetian lager camp or somewhat "behind" it. They were part of the emigrating Helvetian horde, though.

Special Rules
Helvetian Withdrawal/Regroup

The mid-battle maneuvers of the Helvetii were very unusual for tribes, in that they actually had the presence of mind to withdraw and then regroup to fight again.

At the start of any turn in which the Helvetians have 60 TQ points in eliminated or routed units, the Helvetian Player may announce he is Withdrawing to Regroup. This changes the sequence of the turn to two Phases, as below, but for that turn only.

Helvetian Phase: When a Withdrawal is announced, the Helvetian player must re-deploy all his units, as if it were the start of the game. He does this by moving all Helvetian units to any Level 4 or 5 hexes south of the River. They must be re-deployed in a three-line formation (following the format of the original deployment), with no one line being more than one unit longer than another. Helvetian cavalry may be redeployed anywhere south of the river. All units are automatically rallied and regain Barbarian Ferocity and Impetuosity.

Roman Phase: When the Helvetian has finished redeploying, the Roman Player may now:

- Attempt to Rally Routed units; subtract one (–1) from all such Rally DR.
- Move all his un-routed units to the full extent of their MA.
- The units in his Camp, under Labienus, may not move. See below.

When all of the above is finished, start a new (regular) turn.

The Roman Camp

When deploying, Caesar placed his two newly recruited legions, and all of his auxiliares, atop a hill, inside a hastily fortified camp, with Labienus in charge. And that's where they stayed the entire battle, never moving. Hard to tell why Caesar never used them, even after the flanking attempt by the Boii and Tulingi. One

theory is that Caesar feared an even more disastrous treachery by the Aedui, and thus needed an emergency Reserve.

Tough to put units down on the map and tell players they can't use them. So, we don't quite do that; we do put some restrictions on their activation.

Caesar may activate his Reserve (by activating Labienus) at any time after the Boii and Tulingi have entered the game. However, regardless of this added presence, the Roman Rout Point total remains the same. Moreover, if you have to win by using the reserves, you're no Caesar. Not that you are anyway.

The Helvetian Lager

DESIGN NOTE: No, Helvetian lager is not the local brew. It is a camp formed by circled wagons, of which the Helvetians supposedly had plenty-over 30,000 if you believe Caesar's numbers for the tribe. (And if you do, consider this: they would have made a line some 175 miles long-at least-using virtually non-existent roads upon which to travel. Delbrük has something here when he considers this number "a bit" high.)

The lager was used only as a last resort place of defense by the Helvetians—at which point it was stormed by Caesar, long after the battle was over. During the battle, any Helvetian (but not Boii or Tulingi) units may enter the lager. Routed units may be rallied by any Helvetian chief inside the lager, at which point they may leave again. However, while there, they count as Rout Points when determining Withdrawal.

Retreat Direction

The Helvetii retreat towards, and into, the lager, the Boii and Tulingi towards the south edge of the map.

Roman units not retreating towards their Aquila retreat towards the northern edge of the map. They may not retreat into the fortified camp.

Victory

The Roman Army withdraws when it incurs **110** Rout Points. The use of the XI or XII legion, or of the camp auxiliares, will not change this figure.

The Helvettii withdraw by tribe:
• The Helvetii withdraw when they incur **90** Rout Points
• The Boii withdraw when they incur **10** Rout Points
• The Tulingi withdraw when they incur **10** Rout Points

Size and TQ Levels

Player	Size	TQ Points	Rout Ratio
Romans	222 [a]	320 [a]	35%
Helvetii	365	360	25% [b]
Boii	42	44	25%
Tulingi	42	44	25%

a = these figures do not include the two recruit legions and the auxiliares in camp.

b = Tribal armies had very little staying power. If their initial charges were not successful, and/or it was clear that the day wasn't going to be theirs, they usually dispersed quite quickly. They were not, under any understanding of the word, "cowards"; they were simply choosing discretion over valor, together with a realization that "living to fight another day" was not an unwise rationalization.

Competitive Play Suggestions

1. The Rout Point Bid Method
2. Allow the Gallic BI to use Orderly Withdrawal
3. Adjust the Helvetii withdrawal level up to **110** Rout Points

The Rhine

Somewhere in Eastern Gaul; 58 B.C.

Caesar vs. Ariovistus and the Germanic Tribes

Historical Background

With his victory at Bibracte, Caesar suddenly became a most popular man in Gaul. The reason—Ariovistus and his German confederation. The eastern tribes were most worried about Germanic incursions and the desire of the Germans to spread out across the Rhine into Gaul. Caesar saw the Gallic request to put an end to that sort of thing as another possible step up the ladder. He had two problems, though. Ariovistus had been declared a "friend" of Rome, making attacking him not a viable move, politically. And the German military reputation was so great (even though they had recently been defeated by the same Helvetians that lost at Bibracte) that his own troops were a bit in awe. (His Gallic horsemen were so scared of the fabled German cavalry that Caesar considered them useless.)

Caesar called for a meeting with Ariovistus (the one his Gallic horsemen refused to attend). Essentially, Caesar made some demands on Ariovistus that the latter dismissed rather peremptorily—all according to Caesar's plan. With both sides now no longer "friends," they both set out to fight each other.

Initially, Ariovistus managed to outmaneuver the Roman army and plant himself, and his lager, athwart the Roman supply road. Then, despite several cavalry raids by the Germans, Caesar managed to go him one better, establishing a large camp directly opposite the German position, from which he then built a smaller camp (holding an outpost of c. 2 legions) right off the German left flank. (That he could do this, with the invincible German cavalry supposedly still around, is most unusual.)

Ariovistus spent several days in his camp (top of the map), ignoring the Romans. However, with his supply line cut, Ariovistus could not afford to wait out the Romans. His big problem may have been that he was outnumbered, in infantry, by the much better legions. So, the 'guess' is he stripped his cavalry of its infantry support, placed that LI in his lines, moved down the hill and deployed quite close to Caesar. It didn't work.

With the German cavalry reduced to a state of impotence, the legions had little trouble making short order of the German thin line of infantry. Again, the initial barbarian charge was fearsome,

but the disciplined Romans knew that all they had to do was hold out for a short while, and the barbarians would fade quickly. This is exactly what happened.

Pre-Game Notes

Balance: The Romans have the upper hand rather handily here, mostly because Ariovistus is not deploying his cavalry as usual. For players wishing to give the Germans a "leg up", we suggest using the optional German Cavalry rules. It will be most interesting to see whether that form of Cavalry can wreak havoc on the Roman right faster than the legions can blow out the undermanned German foot.

DESIGN NOTE: Although some historians feel that the Germans outnumbered Caesar by about 50% in raw manpower (Wary, for example, says it was c.30,000 to 24,000), Delbrük argues that the reverse is true. While interesting, and well-reasoned, this was one of a long line of Delbrukian arguments on numbers that we didn't buy.

Difficulty: Straightforward head-banging.

Playing Time: One sitting

The Map

Pinpointing the exact location of this nameless battle is one of the great issues troubling Caesar historians. The big question was whether it was 5 or 50 miles from the Rhine. Kromayer-Veith provides an interesting selection of various visual opinions, and Delbrück, like K-V, places it fairly close to the Rhine (in Alsace, right near the Fecht and Ill rivers, for those with a good set of Euro tour maps). Caesar's description of the terrain is enough upon which to base a workable map, and we have gone with the clearest of the K-V maps.

Roman Deployment
Rome, under Proconsul Gaius Julius Caesar

Each Legion consists of a Legate [4.22], its Aquila, 9 Cohorts and a Catapult.

Caesar specifies his main force deployed in standard, three-line formation. However, one cohort from each legion has been left to guard his large camp, to the rear (off-map, to the northeast). The auxiliaries were deployed in front of the small camp (the one on the map). Caesar never mentions anything about his cavalry, so we have used the Kromayer-Veith map as a guide.

Caesar does not give legionary specifics in terms of deployment, so we allow the Roman player to place his 6 legions as he sees fit, simply labeling them Legions A thru F.

The VII, VIII, IX and X Legion are Veteran; the XI and XII are Recruit. They remain Recruit because they saw no action at Bibracte, the previous battle.

Units	Hexes
Julius Caesar	Player's Choice
Legion A	3109-3112, 3310-3212, 3309, 3311;

(Roman Small Camp—This is not a camp for purposes of 10.45.)

Units	Hexes
Legate, Aquila:	3310
Legion B	3014-17, 3114-16, 3214, 3216;
Legate, Aquila:	3215
Legion C	3019-22, 3119-21, 3219, 3221;
Legate, Aquila:	3220
Legion D	3024-7, 3124-26, 3224, 3226;
Legate, Aquila:	3225
Legion E	2928-31, 3029-31, 3128, 3130;
Legate, Aquila:	3129
Legion F	2833-6, 2933-5, 3033, 3035;
Legate, Aquila:	3034
Catapults (4)	1 in 2239; the other 3 with any cohort of their legion
4 Numidian and 2 Cretan Archers [a]	1939, 2039, 2138, 2238, 2338, 2438
4 Gaul RC, Legate [b]	3431-4
6 Gallic LN Legate [b]	3206-8, 3306-8

a = you may be wondering how Caesar got these units, plus a camp (which originally held two legions!) behind the Germans. See the Background notes. There is no evidence of them doing anything during the battle.

b = That Caesar did not trust his cavalry against the Germans is made obvious by his substitution of mounted members of the X Legion accompanying him to palaver with Ariovistus, when the latter stated a "cavalry only" escort at the parlay.

No 10th Cohort. The Roman player does not get to use the 10th cohort of each legion.

HISTORICAL NOTE: Caesar, as was his wont, had the usual rearguard for his (big) camp. Most likely it was 6 cohorts, some of his auxiliares, plus some catapults.

Reduced Legion Strength: Caesar had taken some losses at Bibracte, and he most likely went into the battle slightly reduced in strength. Therefore, treat all #2 and 4 cohorts of the VII, VIII, IX and X Legions (only) as Depleted.

German Deployment
The German Tribes, under Ariovistus, King of all Germans

All we know about the German deployment is that it was "phalanx-like," downhill from their lager. The best guestimate is that the tribes would have been deployed in 7 separate (but connected) groups, with a second row behind. Caesar says they were deployed by tribe, at regular intervals. The cavalry? We can't even begin to guess, as there is no indication or mention thereof.

Units	Hexes
Ariovistus (Tribal Chief)	Player's Choice
Harudes BI (6), LI (2); Erdo	2332-5; 2432-5
Suebi BI (7), LI (3); Nasua[a]	2427-31, 2527-31

Triboci BI (5), LI (1);Fafnerus........ 2625-7, 2524-6

Vangiones BI (5), LI (1); 2622-4, 2521-3
Albericho

Sedusii BI (6), LI (2); Logio 2618-21, 2517-20

Marcomani BI (7), LI (1);............... 2614-7, 2513-6
Donnerus

Nemetes BI (7), LI (2); 2709-2713, 2610-13
Sigfridus

German LC (12); Voccio [a].............. 2403-2408, 2503-08

a = Both Voccio and Nasua were "real." Nasua was chief of the Suebi, along with his brother, Cimberius (who didn't make the cut). Voccio was king of the Noricum; however, he was also Ariovistus' brother-in-law, which was enough for us to give him a command. The rest are fictitious, in a Wagnerian vein.

The German Cavalry System

DESIGN NOTE: The most interesting design problem with this battle is where was the vaunted German cavalry/light infantry combination during the battle? Nowhere does Caesar even mention its presence, other than to note, tangentially, that there was about 6000 cavalry (and, probably, an additional 6000 LI). But, in discussing the battle, Caesar only refers to the German's "phalanx-like" formation. If they were so feared and acclaimed, why does Caesar not discuss how he beat them? So, as designers, what do we do about this curious feature?

- *As Caesar states both sides took heavy losses in this engagement, it is possible that the cavalry was so depleted that Ariovistus felt it was useless, although we doubt that.*

- *Delbruk claims that, because the Germans were outnumbered in basic infantry (by about 50%, and that's Wary's numbers!)—his usual claim, despite Caesar's specific words to the contrary; then again, one must remember who Caesar's intended audience is—Ariovistus stripped the cavalry of their LI and placed them in the main line.*

The following rules are, therefore, in effect.

Historical Game: All LI start in line with the BI. No LI are placed with the cavalry, nor may they ever be so during the battle. The use of the German LC is the same as any other.

Variations on a Theme: The German Player may strip the LI from his main line and assign them to LC, as per the rules, below.

- He may do this for all LI+LC; or
- He rolls one die (treat a '0' as a 10); that is the number of LI he removes from foot duty.

Use and Effects of the German Cavalry System

"German-style" cavalry consists of an LC unit plus a LI unit. They are treated as German Cavalry if they are either stacked together or in adjacent hexes. LC and LI not so placed are treated as LC and LI (basic rules).

When operating as German Cavalry:

- When stacked or adjacent, the two units are treated as one.

- When being treated as one unit, the MA of the two is '6'
- For purposes of Shock, German cavalry uses the LC section of the Shock Superiority Chart. However, it ignores all DS results when attacking, and all AS results when defending
- The GC may use Harassment and Dispersal tactics. It gets to fire javelins twice (one for the LC, one for the LI) if the units are adjacent; only once if stacked.
- Hits to a GC are divided as equally as possible, odd hit going to the LI.
- Only one Order is needed to move, rally, etc., both units.

Initial German Charge

The battle started off with both sides charging at each other like two Sumo wrestlers. To simulate that, we recommend giving Ariovistus the Elite Phase for turn 1. (He may use this only for his foot; not for cavalry). Next turn, Harry 'O loses that ability, and Caesar may start using his Elite status. (You can always just use the normal methodology.)

Retreat Direction

- All Germans retreat towards, and into, their lager.
- Roman units not retreating towards their Aquila retreat towards the eastern edge of the map. They may not retreat into the camp.

Victory

The Roman Army withdraws when it incurs **180** Rout Points.

The Germans (all 7 tribes are treated as one) withdraw when they incur **150** Rout Points.

Size and TQ Levels [a]

Player	Size	TQ Points	Rout Ratio
Romans	280	445	40%
Germans	292	454	33%

a = Looks like an even match, as the German troops are of high quality. However, BI (and LI) are at major disadvantage, in terms of the Superiority and Clash of Swords charts when dealing with the legions.

Competitive Play Suggestions

1. The Rout Point Bid Method

2. Allow the Germans to use the German Cavalry rules. (Our feeling is that, while allowing full deployment of the German Cavalry will give the Germans a leg up towards a level playing field, their extremely thin infantry line will collapse faster than a "pre-owned" Yugo.)

The Battle of the Sabis

Territory of the Nervii, (Belgium, the Sambre River), 57 B.C.

Caesar vs. the Nervii, Viromandui, and Atrebates

Historical Background

While most of the Belgian tribes had sued for peace, the Nervii—whom Caesar considered to be one of the most fearful opponents—and their client tribes and allies did not. Caesar marched north to subdue them, pitching camp on the banks of the River Sabis. He had 8 legions, two of which were to the rear, guarding the approaching baggage train. Because of a lapse in scouting, the Romans had little idea where the Nervii were, and the legionnaires were sent out to forage, which is where/how the Nervii, et al., caught them when they stormed across the river.

The assault caught the Romans unprepared, and they came close to being overwhelmed. Caesar, using his own personal magnetism, rallied many of his men and the legions stood their ground. However, the key to driving off the Belgae proved to be the arrival of the XIII and XIV legions, with the baggage train. Labienus, commanding the X on the Roman left, immediately turned his command over to a subordinate, rode to the incoming legions, and marched them off to fall among the Belgae like a plague.

Pre-Game Notes

Balance: Like all of the battles herein, this one favors Romans, However, a brash and aggressive Belgian can wreak enough havoc in the opening turns to create an opportunity for a win.

Difficulty: A bit more difficult than the usual ancient battle because of the surprise attack, and the need for the Roman player to get his legions into fighting formation. We suggest you play this after you gain some familiarity with the system.

Playing Time: One sitting, anywhere from 4-6 hours

The Map

The Sabis map is based on the detailed version in the Kromayer-Veith *Atlas of Ancient Battlefields* (and several other books, all of which base their maps on the K-V's). The River Sabis, now the Sambre River, is in central Belgium, about halfway between the Rhine and the Channel. The battle took place near the village of Neuf Mesnil.

DESIGN NOTE: The legionnaires were foraging for wood to build their camp. One assumes they didn't get it at the local lumber yard. However, we note that the K-V maps do not show any tree stumps, nor does Caesar mention it as a problem. So, we ignored it.

Roman Deployment

The Romans should set up before the Belgians.

Rome, under Proconsul Gaius Julius Caesar

Each Legion consists of a Legate [4.22], its Aquila, 10 Cohorts and a Catapult.

Legions VII through XII are Veteran; XIII and XIV are Recruit. See the rules for Legion Deployment, below.

Units	Hexes
Julius Caesar	3726 or 3026
Balearic Slingers (3)	North of, but within 3 hexes of the North bank of the river
Numidian Archers (5) and Cretan Archers (3)	Inside camp; one unit, each, may be placed in any Tower hex (e.g., 3015) inside the Fort.
Gaul RC (2) and Gallic LN (4); 2 Legates	South of, but within 3 hexes of South bank of the river, but not adjacent to any other unit. May not be deployed in a woods hex. [b, c]
VII Aquila, Catapult, Legate	3911
XII Aquila, Catapult, Legate	3212
VIII Aquila, Catapult, Legate	2417
XI Aquila, Catapult, Legate	2623
IX Aquila, Catapult, Legate	3026
X Aquila, Catapult, Labienus [a]	3726

a = Labienus started in command of the X, but, upon the "arrival" of the XIII and XIV, he assumed "Second-in-Command" status for both those legions. If players do this, they will, most likely, re-assign one of the newly arrived Legates to the X.

b = Caesar assumed his cavalry screen was sufficient protection. Didn't work out that way. The initial charge of the Belgae swept them away; they do not appear to have had any effect on the actual battle. (Which does not mean that, in reality, they didn't; it just means Caesar never mentions them again.) He did note that the hired horsemen of the Treveri, assigned to the Baggage Train, bolted for home the instant they saw the battle. We have, therefore, left them out. What is amazing is that none of the vedettes spotted the Belgian camp, less than a half a mile to the rear!

c = Roman cavalry may not set up adjacent to a hex in which a Belgian unit could deploy. See their set-up, below.

Roman Legion Deployment

Each Legion has four cohorts deployed against the outer wall of the fort. The remaining six cohorts are foraging. The Roman player chooses which units from each legion are where, within the set up restrictions. The game starts with the Romans not in any sort of line—as one sees on the battle maps in various sources—but scattered around the fort. It is Caesar's job to get them into a defensive line. Quickly.

Procedure:

Each legion is split into two groups: Foragers and Wall Builders. The latter are placed as indicated. The Foragers place one cohort with the Legion's Aquila (above); the remaining cohorts are placed within two hexes of the central cohort, with no cohort adjacent to another cohort of the same legion. Wall cohorts are placed adjacent to the under-construction wall. There is no stacking for initial placement. Do not place any units inside the Roman fort.

Legion	Deployment Hexes
VII 4 Wall cohorts*	3814-3514 inclusive
6 Foraging cohorts	w/i 2 hexes of 3911
XII 4 Wall cohorts*	3414-3114 inclusive
6 Foraging cohorts	w/i 2 hexes of 3212
VIII 4 Wall cohorts*	2914-2917 inclusive
6 Foraging cohorts	w/i 2 hexes of 2417
XI 4 Wall Cohorts*	2918-2921 inclusive
6 Foraging cohorts	w/i 2 hexes of 2623
IX 4 Wall Cohorts*	3023-3322 inclusive
6 Foraging cohorts	w/i 2 hexes of 3026
X 4 Wall Cohorts*	3423-3722 inclusive
6 Foraging cohorts	w/i 2 hexes of 3726

* = Dig We Must, for a Growing Gaul. All Wall units must have a wall hexside in one of their frontal spaces, players' choice within this restriction. Thus, a VII cohort Wall unit in 3514 must face towards 3415 or 3515.

For each Forager cohort, roll the die and consult the Scatter Diagram. Face the unit to one of the two adjacent vertices to the hexside rolled.

Roman Reinforcements

The Roman Baggage train is being escorted onto the board as the battle begins in earnest. The Belgians had gotten specific— but, unfortunately for this battle, inaccurate—information that told them the Romans were most vulnerable when they were in march column, since each legion would be separated from the next by its baggage train. This was normal Roman doctrine, and the Belgians decided to use the arrival of the baggage train as the signal for the attack. Unfortunately for the Belgians, Caesar amalgamated the entire army's baggage train into one entity, and had the first six veteran legions march light so they could set up camp, with the XIII and XIV legions given the escort mission.

Turn of Entry: The Baggage Train (4 double-sized counters) and the XIII and XIV Legions, along with Legates, catapults, etc, begin entering the map on game turn 4 through hexes 4216-4222 inclusive. The Baggage Train may move once per Game Turn whenever the either the XIII or XIV legions are activated

Optional Random Entry: Players wishing to dabble in the unknown may have the Roman dieroll for the arrival of his Re-inforcements. At the start of each turn, beginning with Turn 3, the Roman Player rolls one die for his reinforcements. He adds to that DR a number equal to how many times he has previously rolled and "failed". If he rolls an adjusted 7-9, the reinforcements enter. Otherwise, try next turn. (This rule may help the Belgae; use it if you wish to play competitively.)

March Order for the Train Guard: The exact order of entry for the XIII and XIV legions is at the discretion of the Roman player. Historically, the reinforcements entered, in "single file", with two cohorts of the XIII in front, followed by the Baggage Train, then the rest of XIII, and then XIV. Gallic cavalry (from the Treveri) guarded the flanks, but, as noted, they ran away first

sign of battle.

The Roman Baggage Train

The Baggage Train consists of four (4) double-sized wagon counters.

Wagon units must face the hexside (not the vertex) and only the hex directly in front of them is frontal as below.

Wagon Trains are always faced as above; they may never face any other way, nor may they change facing. They may not move "sideways" or to the rear, nor may they change direction without moving ahead one hex.

Wagons move into only either their frontal hex or the flank hexes adjacent to the frontal hex. Movement into the frontal-flank hex is not considered a change of facing; the back portion of the unit will adjust to whatever change is needed when the Wagons change direction.

Wagons may not stack with any other type of unit, nor may they use Orderly Withdrawal.

A wagon is destroyed if it is ever attacked alone in a hex by a Belgian unit.

• If the Belgae destroy any one Baggage Train unit, remove 2 Hits from all Belgae units within 10 hexes of the captured wagon

• If the Belgae destroy all four Baggage Train units, they win.

Belgian Deployment
The Nervii and the Artebates [a]

Unit	Map Edge Entry Hex(es)
Nervii BI (30)	Any Level 3, Woods
Boduognatus (TC), Flemmus	hexes between 1607 and 1018
Atrebates BI (18);	In a double line,1335-
Gowanus (TC),Commius [b]	1737 and 1236-1738

The Belgae may stack two BI to a hex in their initial deployment. Belgians may not set up adjacent to Roman cavalry units.

a = It appears that, while Boduognatus is the only chief mentioned in connection with this battle, the Belgian army was nothing but a "loose" confederation, with each of the tribes having its own chief. That was not, however, the original plan. The Suessiones — their previous king, Diviacus, was considered to be the most powerful ruler in all of Gaul — caucused for "supreme command" for its new King, Galba. Galba promised to throw 50,000 men into the fray. That, though, did not occur. Most of the 10+ Belgian tribes showed no intention to make muster, the biggest loss being the Bellovaci, who, JC says, were the "...strongest of all, in valor, prestige and population...."

b = Caesar does not mention (the historical) Commius as being at the battle. However, right after the battle, JC made Commius Chief of the Atrebates; the chances of him being around are thus fairly good. The rest of the chiefs are fictional.

Belgian Reinforcements

The Viromandui and the Aduatuci (?)

Historical: All units of the Viromandui—Grummix (TC), Ammoco and 14 BI—enter through any of the hexes from 1019-1031 inclusive, at any time during the first turn (or later, if the player wishes).

Optional Rule: The Nervii had persuaded three tribes to join them; the Aduatuci had yet to show up, although they were expected momentarily. Using this rule, which helps the Belgian player achieve a somewhat more level playing field, he rolls for the arrival of the Aduatuci (who enter through the same hexes as the Viromandui) starting with the turn after the Roman Baggage Train arrives. Use the same DR system as used for the optional Roman Random Entry, above. The Aduatuci consist of their (fictional) TC, Dicex, plus 10 BI.

DESIGN NOTE: Caesar states that the Aduatuci had promised 19,000 troops to help defeat the Romans. The numbers for the ones that did show up, as per JC, are Nervii/50,000; Atrebates/15,000; Viromandui/10,000 — but that was combined with the Veliocasses. It is Delbrukianly doubtful that those numbers even approached reality. Because of their slowness in arriving, we have reduced the possible Aduatuci manpower to about half of what they might have had had they been there in time.

Special Rules: Romans

Partially Constructed Fort: The fortified encampment has not yet been fully built. It has been laid out—the first undertaking a legion performs when stopping—but the "walls" provide no defensive benefit.

The only effect of the fort in this scenario is that Wall hexsides may be crossed by any unit paying an additional +2 MP cost. However, the Towers, also only partially constructed, provide anyone in them with a height level of one higher.

Auxiliaries Surprise Reaction

All of the Roman cavalry, plus the (SK) slingers, were on vedette duty. The first time any one of the following occurs:

• The Roman Player moves any of the above counters, or
• A unit has a clear LOS to a Belgian unit. (This should happen rather quickly.)

The Roman Player makes a TQ check for that unit. If it fails, it is eliminated from the game; if it "passes" it incurs 2 Hits, instead. The check is made the instant either of the above occurs; it may even happen during Belgian movement.

Extended Command Control

This battle was a confused affair, but the Roman troops fought out of their formations with great effect because of their outstanding discipline.

A Legate can command any Roman cohort, regardless of legion, with an Individual Order. Roman cohort units that must make any morale check when it is out of its normal legion command control range has one added to all TQ check dierolls.

Reforming Ranks

All Roman cohorts, except those stacked with their Aquila, earn a Cohesion Hit when moved (as in 6.13) until it is Reformed. Use the Moved markers as a reminder. In addition, while in this mode, the Roman player adds two (+2) to any TQ checks until it is Reformed. A Roman cohort can Reform by passing through the space which contains its Aquila and expending 1 MP. The reformed unit may not voluntarily move again that turn. When reformed, the unit functions normally.

Special Rules: The Belgae

Belgian Initiative: Regardless of initiative Ratings, the Belgian player starts the game by moving any one tribe (entire manpower) he wishes. Play then begins normally. If the Belgian player wishes to move that tribe again, it would be considered a "Trump" move, even if not in exact sequence. All tribes start with Impetuosity [6.8].

Retreat Direction

• Romans that cannot retreat towards their Aquilae or camp retreat toward the North map edge.

• Belgians retreat toward the South Map Edge. They have no lager (its off-map).

Victory

The Roman Army withdraws when it incurs **220** Rout Points.

The Belgae withdraw by tribe:
• The Nervii withdraw when they incur **70** Rout Points
• The Viromandui withdraw when they incur **20** Rout Points
• The Atrebates withdraw when they incur **30** Rout Points
• The Aduatuci withdraw when they incur **15** Rout Points

Automatic: The Belgae win the instant they have destroyed all four Roman Wagon Train counters, regardless of what the situation is.

Size and TQ Levels [a]

Player	Size	TQ Points	Rout Ratio
Romans	436	557	40%
Nervii	210	205	35%
Viromandui	98	84	25%
Atrebates	126	102	30%
Aduatuci	70	57	25%

a = The Germans (The Rhine scenario) appear to be better troops than the Belgae, but that is misleading. Each Belgian unit has almost 2x the number of men as those of the Germans.

HISTORICAL NOTE: It is very hard to determine the exact size of these tribes. The rule of thumb is a square mile of poorly cultivated land will generate from 1 to 2 warriors per square mile. This puts the total size of the Belgian force in the 30 to 40,000 man sized force, far below the estimates that Caesar implies in his commentary. Delbruk, ever the gadfly, insists that the Romans outnumbered the combined tribes.

Competitive Play Suggestions

1. The Rout Point Bid Method
2. Use Roman Random Reinforcements
3. Allow the Aduatuci to put in a Guest Appearance

Both #'s 2 and 3 will make the game fairly balanced, although the Romans would still be favored slightly.

The Bay of Biscay

Coastal Waters off Brittany; 56 B.C.

Decimus Junius Brutus vs. the Veneti

Historical Background

In the late spring of 56 BC, Caesar launched a campaign against the Aremoric tribes inhabiting the NW corner of Gaul. The Aremoricans, and especially the Veneti, controlled the trade routs to the channel and Britannia. It didn't take long for Caesar to determine that the Veneti could never be brought to battle on land. Upon the approach of the legions, they quickly withdrew into their easily defended castles on promontories that extended into the sea, from which they would debark when things got tough. It was obvious that Caesar would have to bring them to battle on water.

To that end, Caesar set about constructing a fleet of Liburnian biremes—the exact number of which is never mentioned—from scratch. It took the Romans about 2 months to do—rather amazing, when you consider how long it takes a modern construction company to fix 1/2 mile of highway—and by late summer, Caesar was ready to go to sea. To handle his fleet, Caesar chose one of his youngest legates, Decimus Junius Brutus (who later became famous as one of the key conspirators against Caesar) Caesar being content to watch the whole affair from a hill near the shore.

Brutus, however, had a problem. The Veneti fleet was totally wind-powered sail, a method of naval locomotion that was suited to the rough waters of the northern seas, not the calmer southern waters of the Mediterranean. Because of their construction, which used double thick hulls, the ships of the Veneti were ram-proof. Moreover, their decks were considerably higher than those of the shallow-draft galleys. This gave the Veneti a major advantage in terms of missile fire.

To combat this, the Romans came up with a rather interesting solution: they built a slew of sarissa-length scythes, which they gave to numbers of marines on each bireme. When the Romans grappled the Veneti—and the Romans were quite good at that—they used these elongated scythes to cut the ropes to the sails, with the result that the Veneti ship, dead in the water, became an easy target for boarding. (This idea, within a generation, was advanced to the point where the Romans had catapults that shot hooks and other nasty items.)

Then, if things weren't bad enough for the Veneti, the wind died down to a total calm. And the rout was on.

A Note on Naval Warfare

This scenario uses a shortened version of the War Galley rules (enclosed). However, those rules are adjusted for the fact that the Veneti fleet was sail, only.

DESIGN NOTE: We consider this scenario a "bonus" with the game, a chance to see if we can expand the boundaries of the GBoH system.

ROMAN DESIGN & HISTORICAL NOTE: Caesar's fleet, built specifically for the occasion, most likely consisted of Liburnians (a form of bireme). Ed Smith, in his game Trireme, gives Caesar cataphracted quadriremes and triremes, even a pentakonter. There is, however, no evidence of any such variety. It is doubtful that Caesar would have wasted time constructing a variety of ships.

VENETI DESIGN & HISTORICAL NOTE: About the only sail-powered ships—or, to be more exact, the only ships using sail during battles—in ancient times were those of the Veneti, plus some merchants, etc. The Veneti, and their large fleet, pretty much had a stranglehold on the trade routs along the coast of Brittany all the way to Britannia (England). Traveling in those somewhat turbulent seas meant that the shallow-drafted oar-driven galleys would fare rather poorly (a factor most prominent in looking at the design of "northern" ships as compared to "southern waters" vessels.)

Pre-Game Notes

Balance: Like the land battles herein, this one favors Romans. And handily. The Veneti will have to use their missile capability and Height Advantage well to overcome the few, but telling, advantages the Romans have. Both can wait until Mother Nature gets nasty, and then go into mop up.

Difficulty: A new system, and one covering a most unusual ancient naval battle. However, the rules are quite short.

Playing Time: About 2-3 hours

The Map

The battle took place off the coast of Brittany, close enough so that Caesar, and his legions, could follow its progress from a coastal hill. However, there is no specific map for this battle included. To that end, you have to provide a playing surface. The map should be the same size as the full-map battle maps included herein. However, the "grain"—how the hexes run—should be short. By this we mean the hexes should run evenly along the short edge (not the long edge, as in the battle maps). We apologize in advance for having had to do this, but we felt it was a decent trade-off for what the scenario brings the game. Remember, it's a "bonus" scenario....

To play this battle you will need to get a hold of a map (blank or otherwise) that uses

• 19mm hexes (as the land battles do)
• The grain running short (along the 22" side)

Example: The map in the module "Jugurtha" will do just fine.

Initial Deployment
The Veneti Fleet, under Admiral Tsunamix [a]

The Veneti fleet consists of
- 22 sail ships
- Admiral Tsunamix and 3 generic Veneti Squadron Commanders

The Veneti fleet sets up, in whatever fashion the Gallic player wishes, within the following restrictions:
- The entire fleet must deploy within 4 hex rows of one of the long edges of the map
- No ship may be closer than 10 hexes to the short (flank) edge of the map.

The Veneti deploy first.

a = and if you believe that name, I'll sell you my collection of 3W games.

Rome, under Admiral Decimus Junius Brutus

The Roman fleet consists of
- 16 Liburnian biremes
- Admiral Brutus, 2 generic Squadron Commanders

The Roman fleet deploys in any fashion, within the same restrictions as listed for the Veneti, except they deploy last and at the opposite side of the map.

Coastline
The right flank of the Romans, and the left flank of the Veneti, is the coastline of Brittany. Any unit entering a hex adjacent to that edge of the map is considered to have crashed into the rocks and sunk.

Wind and Sea
The game starts with the wind blowing at strength '4' directly into the rear of the Veneti ships and directly towards the Roman fleet: blowing from the north to the south. Thus, you place a '4' marker in, say, 1200 (the side the Veneti fleet is deployed) pointing directly at 1201.

Off-Map Movement
We think that one map is enough to allow ships to maneuver around. However, if you think it's necessary, you can add another map on the Roman left/Veneti right (but not to the rear of either fleet). With that in mind, any ship that moves off the map is eliminated.

Special Combat Rules
Rake and Ram: Sail ships may use only Grappling/Boarding and Missile Fire; they have no Ram or Rake capabilities. In addition, Roman biremes may not attempt Ram or Rake. The WG rules enclosed, therefore, do not include the rules for these.

Height Advantage: The Veneti ships stood rather high in the water; they thus get a Height Advantage. The Romans are at a Height Disadvantage.

PLAY NOTE: Liburnians often used Towers (see War Galley). However, Caesar probably did not construct these, as he distinctly mentions his ships having a great height disadvantage.

Flame: The Romans galleys have Flame Missile capability. The Veneti do not.

Scythe of Doom: The Romans came up with a gadget the use of which would negate the sail ship's height advantages: a long, sarissa-length spear at the end of which was attached a scythe. By coming alongside and having the crews use these "scythes of doom", the Romans would cut the sails and line of the Veneti, rendering them unmovable, after which they were easily boarded.

To represent this, the Roman player does everything he needs to grapple but, instead, announces he is attempting to Cut Sail. To do this, he rolls the die.
- If the DR is a 1-4, he has Cut Sail. The Veneti ship is now Dead in the Water. Flip to its No movement side. The Roman may not attempt to grapple until next turn.
- If the DR is 5-6, the cut attempt has failed. There is no further effect.

Victory
For purposes of determining Victory, each
- Veneti ship is worth 3VP
- Roman bireme is worth 4VP

Players gain VP for either sinking or capturing an enemy ship.

The battle ends, and the victor decided, when one player has accumulated
- 30 VP, and
- His VP total is at least double that of his enemy.

If that never happens, play continues until a player has eliminated all enemy ships, or one can always assess the situation and decide he/she has better things to do.
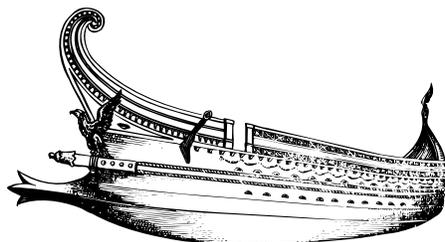
The Invasion of Britannia
SE Coast of Kent; September, 55 B.C.
Caesar vs. the Britons

Historical Background
With summer winding down in 55 B.C., Caesar decides to launch an expedition across the channel, ostensibly to see if he can bluff the British tribes into rolling over. It also occurred to him that saying he was the first Roman to do so would not be a bad thing. Unfortunately, the Brits got wind of the trip and were not about to knuckle under simply because some Romans showed up.

For the "reconnaissance in force", Caesar loaded 2 legions, some auxiliares and a chunk of cavalry into transports and, with their war galley escorts, they crossed the channel quickly. The only problem was that the cavalry transports ran afoul of a typical channel storm, which blew them far off course and hors de combat for the invasion.

Initial landfall was just northeast of what is now Dover, and Caesar, on seeing the cliffs, ordered his 80-boat fleet to move eastward until they found suitable beaches, probably just south of Deal. They did so, several miles up the coast, and the transports moved in to land. Two things then happened:

1.   Unfamiliar with the water depth, many of the boats could not reach the beach, getting hung up some distance off shore. And,

2.   From atop the hills ringing the beaches came a horde of painted, screaming Brits, most of them Light Infantry riding rickety chariots, plus a smattering of cavalry.

With his legates scrambling frantically to get their cohorts ashore and into a viable line, Caesar took some of the transports further up the beach to finish debarking. His war galleys he sent close to shore for the auxiliaires and on-board catapults to harass the Brits and keep them at a distance.

Once the two legions (VII and X) established formation, they found that bashing the very lightly armed British was fairly easy work (when they could catch them). Without cavalry, Caesar had no pursuit capability. The Brits, seeing that they could do little against the legions, scattered to their homes, while a few chiefs stayed behind to offer a surrender that lasted until Caesar left a few days later.

Pre-Game Notes
Balance: If the British do not score heavily in the first couple of turns, while the Romans are debarking and without a solid formation, the legions will wipe up whatever LI haven't fled the field.

Difficulty: This is a scenario that uses some unusual rules, all of which require some new thinking on the part of the players. Those same special rules also make this battle a challenging one to win for either side.

Playing Time: One sitting

The Map
Although we know the approximate location of Caesar's first landing in Britain, no one has pinpointed the exact locale. To that end, the map is representative of the area, not specific.

British Deployment
A Loose Confederation of Kentish Tribes
The men that greeted Caesar on the beach were a gathering of local Kentish tribes, most likely all from southeast of the Thames. The largest of these was the Cantii. Several tribes of the Belgae, including the Atrebates, had a major presence to the west, and there was much interaction between the British tribes and those of Gaul. Cassivellaunus, the leader of the widespread British opposition to Caesar's second invasion, was not involved here.

The British player sets up his forces—22 LI in 22 CH, plus 4 cavalry units—in three separate groups, divided among the 3 chiefs as he sees fit. Cavalry and LI may be in the same group. There is no Tribal Chief (TC); each group is commanded separately and independently

Unit	Map Hex(es)
Cingetorix [a]; Group A	All units must be
Taximagulus [a]; Group B	placed in a Level 3 or higher hex. Those units placed in woods hexes may remain hidden until activated.
Segovax [a]; Group C	With A & B

a = these are historical Kentish tribal chiefs.

Hidden Deployment
British units that are deployed "hidden", as per above, are not placed on the map until activated. To that end, the British player should simply note on paper where they start. When activated, place them in those hexes and then start to move. You do not, of course, have to start all (or any) units hidden.

Roman Invasion Force
VII and X Legion, under Proconsul Gaius Julius Caesar
The Roman Player has the following units available:
• VII and X Legions, with Aquilae, but no catapults
• 2 Legates (but not Labienus)
• 3 Archer SK
• 4 Transports
• 3 War Galleys (Liburnian biremes)

No Roman units start the game on the map. Caesar must place all his units on his ships: legions on transports (5 cohorts per transport), auxiliares (1 each per bireme) and Caesar, also on a bireme. He then places his fleet off the western edge of the map, ready to enter through hex 5927 or 6028.

After the British has finished his set-up, the Roman Player may now proceed with his (initial) Naval Movement Phase.

Naval Rules

PLAY NOTE: This scenario uses only the movement mechanics from the naval rules.

The Roman Naval Movement Phase: Add to the beginning of the normal Sequence of Play for each turn, before the Auxiliares Phase, a Naval Movement Phase for the Roman Fleet. All movement of galleys takes place in this phase and nowhere else. No Initiative is needed; the Roman Player can simply move any/all of his galleys as he sees fit, within the rules for such.

Galley Movement: For this scenario, the biremes have a Cruise Speed of '8' (ignore Max speeds); Transports, '7'.

Landing Units

Running Aground: The coastal waters of this area were uncharted for the Romans and, as such, proved somewhat treacherous. To that end, whenever a galley moves into Moderate or Shallow waters, as described below, there is a chance it will Run Aground.

Any time a Roman galley enters a Moderate Sea hex that is adjacent to a Shallow hex, the Roman Player must dieroll for Running Aground. He does this each time he so moves. If his speed is '6' or above, he adds the difference between his Speed and '5' to the die roll. For example, a Speed/MA of '7' would incur a +2 DRM.

- If the dieroll is a 7-9, the ship has Run Aground and must stop. It may move no further for the game. A 0-6 produces no effect, and the ship can keep moving.

Any time a Roman galley enters a Shallow Sea hex that is not a Coastal/Beach hex, regardless whether the ship is totally in Shallow or not (e.g., 2922-3023), the Roman Player must die roll (remember the DRM for Speed) for Running Aground. He does this each time he so moves.

- If the dieroll is a 5-9, the ship has Run Aground and must stop. It may move no further for the game. A 0-4 produces no effect, and the ship can keep moving.

Beaching: A galley may beach by moving the ship into a coastal/beach hex so that the prow of the ship faces the beach (not the hexside dividing two beach hexes). If this is done, regardless of Speed, the ship is now grounded on the beach and may not move again during the game.

Dropping Anchor: A galley that is all in Shallow Water, but not in a Coastal hex, may stop movement by Dropping Anchor. To drop anchor a galley must be moving at a "speed" of '3' or lower. There is no cost to Drop Anchor, and the galley may Raise Anchor and move again, although it starts doing so with a Speed of '2'.

Debarking: Units on board may debark into any hex adjacent to the flanks of their ship; that's a possibility of 6 different debarkation hexes, but never into the frontal or rear hexes. The player does not have to use all six hexes, but there is no stacking when debarking. The Roman player may debark only one unit per activation into each flank hex. Aquilae may debark with any cohort (and treat both as one unit). Any units left on board may not move until their leader gets a second activation. A unit may debark only into an unoccupied hex.

Debarking is Movement. The costs to Debark are as follows:

Debarkation Hex	MP Cost	Hit Cost
Moderate Water	3 MP	4 (2 for SK)
Shallow Water	2 MP	2 (0 for SK)
Beach Hex	1 MP	1 (0 for SK)

No land unit may ever move or debark into a Deep Sea hex nor a Level 1 hex.

Units may move after debarking. Movement Costs to enter sea hexes is listed on the Movement Costs Chart.

PLAY NOTE: For the full complement of cohorts from the same legion to be debarked at the same time, the transport must be within the Command Range of the other (with the Legate) or of Caesar's flagship.

EXAMPLE: A Transport with 5 cohorts starts the Naval Movement Phase in hexes 5819-5820, facing east, with a Speed/MA of '5'. The Roman Player increases the galley's Speed/MA to '6' and starts moving, as follows:

- *Directly forward, into 5818-9; cost = 1 MP*
- *To his starboard, into 5717-5818; cost = 2 MP*
- *Dead ahead, into 5617-5717; cost = 1 MP. Stop to check for Running Aground. He rolls a '3', so, even with adding +1 DRM (for excessive Speed), he keeps on moving*
- *Straight ahead, into 5516-5617; cost = 1 MP. However, he must now check for Running Aground in Shallow. He rolls a '4' which, with the +1 DR, means the ship has run aground and must stop where it is (in 5516-5617, facing the beach).*

In an ensuing Activation Phase, the player debarks his cohorts from the transport. He places one cohort, each, in hexes 5417, 5517, 5515, and 5616. He chooses to leave the 5th cohort on board rather than placing it in Moderate water. The debarked units may then move onto land, as per the costs above.

Galley Missile Capabilities

Each galley (including transports) has a built-in Catapult unit at its prow. It is the same as, and is used the same, as a normal catapult unit. In addition, SK units may fire from on board the galleys.

Tribal units may not attack a galley, even a transport. (Simplistic? Perhaps, but we're trying to keep things on an even keel here.)

British Activation

British units may not move until their first Activation after a Roman galley has entered a Moderate Sea hex, even if it does not stay there.

British Chariots

The chariots used by the tribes of Britannia were not, in any way, weapons systems. They were used only for transport. Their only resemblance to the war chariots of "days gone by" was that they had wheels. Thus, ignore the reference to Chariots on the Combat Tables. British chariots looked more like miniature supply wagons than anything else. However, the tribes were quite adept at using them to whatever advantage they did offer.

Chariots have only a Movement Allowance. They have no Size and no TQ Rating.

Each Chariot may carry one LI unit. It does not cost a LI unit any MP (or Hits) to either get on, or leave, a Chariot (the locals were remarkably adept at doing this). However, when the LI leaves the CH, the latter stops and may move no further. LI may dismount into an adjacent hex regardless of how far the LI+CH combination moved. However, the LI may continue to move only if the LI+CH combination moved less than the MA of the LI alone. The number of MP allowed is equal to the difference. Conversely, a LI mounting a CH can continue to move (as a LI+CH) up to the MA of the CH unit less than the number of MP the LI used prior to mounting the CH.

CH may not move at all—including Orderly Withdrawal—unless they carry an LI. If a Roman combat unit (of any type) moves adjacent to an unoccupied CH, the latter is immediately destroyed.

LI riding in Chariots do not suffer any Movement hits for moving a second (and third) time in a turn, if they spend the entire Activation Phase in the Chariot.

CH (and their LI passengers) do not suffer any Hits for any type of Movement/Terrain. They do expend 2 MP to enter a Woods hex (This is not on the Chart). CH may not enter a Beach hex or any all water hex.

LI may throw their javelins while in chariots. LI that do so never run Ammo Low (or No). They are only in danger of doing that when not in their chariots.

LI+CH may use Harassment and Dispersal. However, as such, they are treated as being LI, except that, when die rolling for stopping (8.65), do not consider the TQ difference as a DRM. If the LI+CH are stopped, the CH is considered destroyed.

PLAY NOTE: This means, pragmatically, that the Roman player will need a DR of 8 or 9 to "stop" the H&D LI+CH. However, it's safe to say that any stopped LI is now "dead meat".

LI+CH may not Shock attack. They do defend normally as LI.

Land Combat in Sea Hexes

Shock: The following Shock Table combat shifts occur if at least one of the fighting units is in a water (or beach) hex.

Column
Adjust	Situation
3L	All units in all-sea, attacker in deeper water
3R	All units in all-sea, defender in deeper water
2L	All attackers in shallow sea, all defenders in beach hexes
2R	All defenders in shallow sea, all attackers in beach hexes
1L	All attackers in beach hexes, all defenders on dry land
1R	All defenders in beach hexes, all attackers on dry land

Missiles: Shallow Water has no effect on Missile Fire, except that units in all-sea hexes may not use Missile Fire. However, subtract two (–2) from any missile fire at units in Moderate Water. (It is doubtful such missile fire will ever come to pass.)

Rout: Units in Shallow or Moderate Water (but not Beach Hexes) that Rout are, instead, eliminated.

Cavalry Pursuit

Ignore the Cavalry Pursuit rule. Victorious cavalry advances as if they were foot.

Retreat Direction

- Romans that cannot retreat towards their Aquila instead retreat towards the nearest Transport. Once they are on the Transport they cannot be rallied.

- British retreat toward the Northern Map Edge.

Victory

The Roman Army withdraws when it incurs **55** Rout Points.

The British Army withdraws when it incurs **40** Rout Points**.**

Automatic: At the end of any Activation after the Romans have landed, if there are no un-routed British LI in Level 1 hexes (LC and CH do not count), the Romans automatically win.

Size and TQ Levels

Player	Size	TQ Points	Rout Ratio
Romans	103	151	35% [a]
British	104	159	25%

a = The Rout Ratio for the Romans is a bit lower than usual because of the nature of the operation.

Competitive Play Suggestions

1. The Rout Point Bid Method
2. Give the British hand grenades
3. Force the Romans to eat British cooking.

The Battle for Paris
Lutetia, 52 B.C.
Labienus vs. the Parisii, Aulerci, and Senones

Historical Background
With word of a potential province-wide rebellion in the offing, Caesar, hearing that the tribes along the Sequana River, centered near the oppidum of the Parisii (Lutetia) were gathering for a fight, sent Labienus and four legions north to put them down.

The Parisii and other local tribes were feeling their oats, and, with an eye cocked on using those oats to make hay while Caesar was busy down south, they called in some allies, choosing the popular Camelogenus, king of the Aulerci, as their leader. It was while they were discussing strategy that Labienus arrived.

Labienus, sensing a bit of a problem here, decided to use a handful of ruses to split the Gallic forces. What followed was a series of river-crossings, and re-crossings, together with a number of Red Herrings sent up and down river, all of which caused much consternation in the Gallic camp as to what was going on. So, rather than sit home and find out by e-mail, Camelogenus marched the majority of his army (no indication as to its size) to meet what he hoped was a much-reduced Roman army.

Well, it was reduced, but Labienus still had 3 legions under his command. And they were more than a match for the Parisii, et al. The Gauls charged, doing fairly well against the Roman left. However, the Roman right simply blew away its opposition, then turned "left" and flanked the entire Gallic army. After that, it was sauve qui peut all the way back to their oppidum, only to find that Labienus had burnt it to the ground (obviously in a fit of pique at his inability to get a reservation at Tour d'Argent.) After handing the Gauls yet another beating, Labienus headed south to join Caesar just in time for Alesia.

The following, found in a recently discovered manuscript from excavations around French Disneyland, is thought by some to be a popular marching song of the tribes of the area.

My name is Camelogenus
My army is homogenous
My thoughts are quite androgynous
I'm king of many Gauls
E'en tho we be barbarian
Our tribes are non-sectarian
When threats are made Caesarean
We have a lot of . . .Gauls
Our body paint's splendiferous
Our woody glens coniferous
You may ask, "what's the differous?"
But then, you're not a Gaul
'Gainst Romans trés obstreperous
We'll even march trés schlepperous
Across terrain hexeperous
(What the heck is that?)
J. Caesar we will trammel
Just like some low-bred mammal

We'd walk a mile for our Camel
—A Druid-crazed bunch of Gauls

Pre-Game Notes
Balance: It's a straight-up battle, and that's not the type of fight the Gauls did well in, even if they do outnumber the Romans by about 35%. Heavily favors Romans.

Difficulty: Because of the relatively small number of troops, and lack of special rules, this is the most accessible battle in the box, and the one that gamers not familiar with the system should try first.

Playing Time: 3-4 hours

The Map
All we know about this one is that it centered on the island oppidum of the Parisii, Lutetia, today known as Paris. However, the battle did not take place there, but rather some distance upriver. All we have is the (lack of) description of the terrain, other than that the banks were marshy. The Sequana River is on the North edge of the map.

Roman Deployment
A Detachment in Force, under Legate Titus Labienus
All Legions [a] are Veteran; there are no catapults

Legions are in standard 4-3-3 deployment; therefore, only the first 4 cohorts are listed. The Roman player should place the other six (and the Aquila) behind the first line, in two rows of 3. The Legates and Aquilae of each legion are placed within one hex of any cohort. Hex row 34xx is on the eastern edge of the map.

Units	*Hexes*
Labienus [b]	Anywhere Roman Player wants
Cohorts 1-4, XII Legion	The first row of cohorts is placed in any row that is within 4 hex rows of the eastern edge of the map
Cohorts 1-4, IX Legion	Same as XII, above
Cohorts 1-4, VII Legion	Same as XII, above
1 RC, 2 LN; Legate	May be placed anywhere within 2 hexes of a cohort
2 Slingers, 2 Archers	May be placed anywhere within 2 hexes of a cohort

a = Labienus' command was four legions. One of them was being used to affect the ruse (see above) and guard the rear camp. Only 3 legions participated in the battle. The catapults were, most likely, assigned to the river ships Labienus had constructed.

b = Labienus is not commanding any single legion; he is commanding the army. As such, he is treated as if he were a Proconsul.

Gallic Deployment

The Parisii, Aulerci, and Senones, under Camulogenus, King of the Aulerci

All Gallic BI units—of the Parisii, Aulerci and Senones—are placed in rows 1000 and 1100, in two even battle lines of 15 units each. The cavalry may be placed in any hex(es) within 2 of the front line (1100 row).

HISTORICAL NOTE: The only two tribes that Caesar mentions as present were the Parisii and the Aulerci, although he does indicate there were more. Tribes north of the Sequana River (the Seine) were Belgae, and it is doubtful they would have joined the Parisii. The nearest tribe to the first two was the Senones, so we allowed them to see a little action. Camulogenus—elected to overall command by acclaim and reputation—and Cavarinus are historical.

Retreat Direction

- Romans that cannot retreat towards their Aquila retreat towards the eastern edge of the map.
- Gauls retreat toward the Western Map Edge.

Victory

The Roman Army withdraws when it incurs **80** Rout Points.

The Gallic Army withdraws when it incurs **50** Rout Points.

PLAY NOTE: Because the Gauls are under a unified command (Camulogenus) they do not rout as individual tribes.

Size and TQ Levels

Player	Size	TQ Points	Rout Ratio
Romans	166	234	35% [a]
Gauls	219	195	25%

a = Lower than other battles because Caesar is not present. Labienus was good, but, as the Civil War proved, he was no Caesar (especially in terms of his charisma, etc.)

Sources

There is an extensive bibliography in *Vol. IV, Caesar.* In addition to those books, the most important additions were Theodore Dodge's and T. Rice Holme's books on Caesar, the latter dealing specifically with the Gallic Wars.

The main sources for Naval Information (see scenarios) is:

Nelson, R.B. *Warfleets of Antiquity* (Heritage Models, Inc., 1979). Written with the designer (or miniatures player) in mind. Much hard info, lots of good drawings.

Rodgers, W.L. *Greek and Roman Naval Warfare* (Naval Institute Press, Maryland, 1964) The "bible" of galley warfare enthusiasts.

Smith Ed, *Trireme* (Heritage, 197?) The game, later reprinted by Avalon Hill. As with Nelson's book, useful for how the designer represented certain aspects, etc. Smith's OoB for the Romans at Biscay is somewhat suspect.

... as well as a very constructive dialogue over the Virtual Wargaming HQ on the Internet. (www.consimworld.com). Our thanks to those who gave freely of their ideas (and didn't lose their temper).

Credits: